

# Interstate X

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## Introduction

*Interstate X* isn't a conventional PC multi-player racing game like *Need for Speed* or *Gran Turismo*, rather, it is a driving simulation game, much like *X-Plane* or *Microsoft Flight Simulator* are flight simulation games. Although it's focus is on being a simulation, there will still be aspects of racing, such as having an area for street tracks and ¼ mile drag strips.

## Background

The idea for this game came about one day at random. I had thought of it before, but I really didn't think of what it should encompass. I always loved flight and flightsims because of the freedom they offered. I also like driving. One of the games that I really enjoyed was *Interstate 76*. This was definitely an arcade type game where you go around with guns on cars, but the size of some of the maps were enormous (the setting being the American southwest). This is the game that I would find myself playing even though I just felt like driving around without shooting shit up just for that very reason. Games like *Need for Speed* and *Gran Turismo* are fun for a purely racing type game, but as for any real driving freedom, you have none. Like I mentioned earlier, one of my likes are flightsims, *X-Plane* being the biggest one. Why though? It isn't the graphics, hands down, Microsoft's *Flight Simulator* has superior graphics, rather, its the ability to customize aircraft and the excellent physics model. Aircraft companies have even tested designs on it. As such, I wanted to incorporate that into *Interstate X*. Not only can you drive, but you can customize your car and parts as well.

Cliffs notes: I was talking to a guy online and finally got some ideas for the game which made me want to pursue its creation. Thanks sp00ln :)

## Description

You just got prototypes of your new high compression piston made. You just installed them on your 1998 Cadillac Eldorado. You wanted to give your Caddy a little more Zig You call your friend on your cellphone asking him if he wants to be your chase vehicle on the highway. He agrees, and you hook up and start driving down I 75. You hammer it and watch as the 4.6 liter monster that is the Northstar roars to life as your new pistons work flawlessly. "Nick, this design works better than I thought!" you exclaim over the phone. Unfortunately, the cops clocked you on your little run doing about 80 miles over the limit. "I'm hitting the Grayling exit, meet me at the Front Street Tacobell in Traverse City, I'm far enough ahead I can shake them."

## Key Features

- **Multi-player capability:** What fun would a game like this be without some form of multi-player capability? Imagine a multi-player setup where you could just go cruising around with your friends at a LAN party or over the Internet, or join a server with hundreds of other people to chat and cruise with.

- **Drive real or fantasy roads:** Want to drive to Florida, but don't have the time or the cash for the real thing? Maybe you wanna test a route to some place before you actually go there. Maybe you're tired of the real world, and have an idea for a fun road you'd like to drive. Now you can do all of these things. Using STDS data from the US Geological survey and writing software to interpret the data would make mapping out the US a snap.
- **Real scenery:** You have to have real scenery if you are dealing with real roads. Just like the road data, terrain data can be gotten from STDS data.
- **Virtual traffic and cops:** If you were driving solo, life would get pretty boring if you had the whole road to yourself and couldn't have some fun weaving through traffic. Of course, where there is fun, there are cops. You can either pull over and take it like a man, or run and hope like hell you don't get caught. Still need to figure out how to implement cops w/o an economic system. After a few months, I've decided now that this isn't gonna happen, much like the FAA isn't modeled busting your ass for going over 250kts under 10,000 feet MSL in X-Plane.
- **Physics model:** This is the heart and soul of this game. This is the primary thing that sets this game apart from all others. All aerodynamic forces, collision, and other real life physics that applies to a car, all the way down to the dynamics of the engine. Let's say you hit a guard rail and screw up the right side of your car. The physics model will model the change in aerodynamics.
- **Custom parts:** Because of the advanced physics engine, not only will you be able to change different parts of your car, but if you have enough engineering know-how, you can even create different parts. Dimensions will be modeled as well, so you can't stick a Cummins Turbo Diesel into a Saturn, unless of course you tweaked the chassis and frame a bit size and strength wise. To prevent worries of people ripping off part designs, you would model the part, and then virtually manufacture it. You would send this "manufactured" part so that people can use it in their cars, but not take the actual design data from it.
- **Track mode:** Maybe you wanna have some fun at the drag strip, or race your friends at the legendary Laguna Seca. You can in the track mode.
- **Weather systems:** You can have real real weather that updates automatically from NOAA, or you can create your own weather systems. Just be careful about taking that monster Cobra you just hopped up with a Kenne Bell out in the rain. You go into a turn too fast, you are screwed.
- **Dyno mode:** After you've done some modifications, you probably want to know exactly how much power your beast is putting out

## Genre

As stated earlier, this is a driving simulation with a heavy emphasis on the physics model. Just like *X-Plane* is targeted more for the true flight enthusiasts, *Interstate X* would be targeted more for the serious car enthusiast. The average person can just start the game and go driving around in the stock cars that come with the game, but the real fun from the game comes to modifications.